

How To Play

For Atari® Home Computers



Ernie's Magic Shapes™

To Set Up Your Computer

1. Connect your computer to a monitor or TV. If you have a cassette program, connect your program recorder to your computer. **DO NOT TURN ON YOUR COMPUTER.**

2. For Cassette Programs

- a. Insert the cassette into the program recorder.
- b. Turn on your monitor or TV and adjust the volume.
- c. **NOW HOLD DOWN THE START KEY AND TURN ON YOUR COMPUTER.**

Listen for a single tone.
Push down the **PLAY** button on your program recorder, then press RETURN.
The title screen will appear.

3. For Cartridge Programs

- a. Plug the cartridge into your computer's cartridge port. If your computer has two ports, use the left one.
- b. Turn on your monitor or TV and adjust the volume.
- c. **NOW TURN ON YOUR COMPUTER.**

The title screen will appear.

To Start Your Game

Game Menu

Press **[1]** to see on-screen instructions.

Press **[2]** through **[7]** to choose the game you want to play. Then press **[RETURN]**.

Object Of The Game

Match the colored shapes that appear on Ernie's table with the shapes in the figures that appear above his head.

PLAY!

Ernie will make a shape or figure appear above his head. Then he will make a shape appear on the table beside him.

Look at the shape on the table.

Press **[↓]** if that shape does not match any of the shapes above Ernie's head.

Press **[↓]** if that shape does match, but is the wrong color.

Press **[↑]** if that shape does match and is the same color as a shape above Ernie's head.

If you make a correct match and complete the figure, Ernie's bunny will hop out and dance. Then a new shape or figure will appear above his head.

If you make an incorrect match, Ernie will shake his head "no." Press **[↓]** to make that shape disappear. Ernie will make a new shape appear and you can try again.

Press **[CLEAR]** to end your game and return to the Game Menu.

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